

## CLAIMS

1. A method of managing keyboard events for navigating a graphical user interface configured in the form of a tree of graphical elements, wherein each graphical element of the tree is associated with a list of keys and wherein each key listed in said lists is associated with an action to be initiated on receipt of a keyboard event corresponding to said key and said graphical element.
2. A method according to claim 1, wherein one graphical element is active and one keyboard event is detected by the interface, the method including the following steps:
- comparing said keyboard event to the keys listed in said lists, starting with the list for the active component and working back up said tree, and
  - initiating the action associated with the first key corresponding to said keyboard event.
3. A portable system having a graphical interface including a keyboard, a screen and an interface management unit, wherein the management unit employs a method of managing keyboard events according to claim 1.
4. A system according to claim 3, wherein the system is a mobile telephone.
5. A system according to claim 3, wherein the system is a pocket organizer.